

NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

Nintendo

GAME BOY®

KIRBY'S DREAM LAND 2

INSTRUCTION BOOKLET

DMG-AKBE-USA



EmuMovies

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

Thank you for selecting the KIRBY'S DREAM LAND 2®★ Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

CONTENTS

CONTROLLING THE GAME.....	6
WHEN FIGHTING ENEMIES.....	9
KIRBY'S THREE FRIENDS.....	12
LET'S GET STARTED.....	16
GAME SCREEN.....	19
ITEMS.....	21
GAME OVER.....	22
THE RAINBOW ISLANDS.....	23



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

TM & ® are trademarks of Nintendo of America Inc.

© 1995 Nintendo of America Inc.

★ © 1995 Nintendo / HAL Laboratory, Inc.

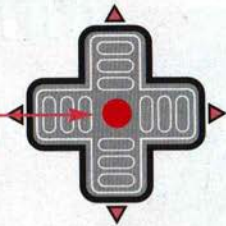
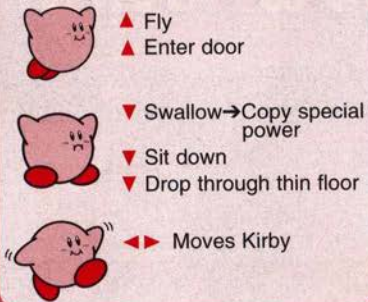


STORY OF THE RAINBOW ISLANDS

Kirby lives in the rainbow islands of Dream Land. The rainbows that connect the islands have been stolen by the evil Dark Matter! Dark Matter has taken control of King Dedede and wants to turn Dream Land into a dark world. With the help of three friends, Kirby sets out on his latest quest to save Dream Land.

CONTROLLING THE GAME

+Control Pad



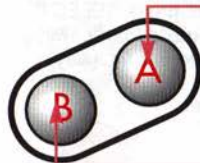
SELECT

- Release friends
- Give up special powers

♥ When Kirby is with a friend, see page 12

A Button

- Jump



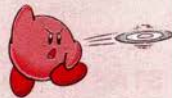
B Button

- Inhale → Exhale



- You cannot inhale when you are in the water or have a special power.

- Use special powers



Use water gun in water
Use air gun in the air



START

- Pause game

★ CONTROLLING THE GAME (cont.)

SELECT : • Give up special powers • Release friends

When Kirby is with a friend and he has a special power, press SELECT once to give up the power. Press it again to release Kirby's friend. Kirby can get his special power back by inhaling, but the friend will fly away.



Give up special powers



Release friends



START : To exit a level, press START and select EXIT. This will take you back to the stage select screen (NOTE: You can only exit a level that's been cleared.) Select CONTINUE to keep playing the stage.



You cannot exit a level while fighting a boss.

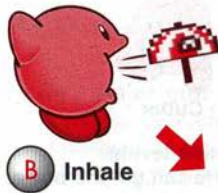
★ WHEN FIGHTING ENEMIES

SPECIAL POWERS



Some enemies have special powers.

By swallowing those enemies, Kirby can copy their powers. Inhale the enemy, then press ▼ on the +Control Pad to copy their powers. Use the copied power by pressing the B Button.



Swallow



Kirby can now use the special power!

★ WHEN FIGHTING ENEMIES (cont.)

What are the special powers?



• Parasol •



• Burning •



• Needle •



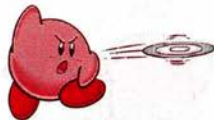
• Spark •



• Ice •



• Stone •



• Cutter •

- Kirby can take his special powers and friends to other levels.
- Kirby loses his special powers when he gets hit. He can get the power back if he swallows the star before it disappears.

Other offensive weapons

• Inhale → Exhale



Press the B Button once to inhale enemies or blocks and again to spit them out. (There are some enemies that Kirby cannot swallow or cannot be defeated.) If Kirby swallows more than two enemies or blocks at the same time, his weapon will more powerful than ever !



• Air / Water gun

You can use either of these weapons by pressing the B Button, although they're not as powerful as spitting stars.



KIRBY'S THREE FRIENDS!

Rick

Rick the hamster carries Kirby on his shoulders.

Rick doesn't slip on ice!



Kine

Kine the fish is a great swimmer.

With Kine, Kirby can swallow while in water.



Coo

Coo the owl, can help Kirby get to those hard-to-reach places. When he has special powers, watch out!

While with Coo, Kirby can't swallow and fly at the same time .

Defeat the mini-boss who is on guard. When the friend comes out of the bag, you can go with him. When the friend's life meter runs out, he'll disappear, but you can continue the game. In some cases, it's better to let your friends go.



★ WHEN YOU HAVE A FRIEND WITH YOU...

Controller functions are basically the same. Using special powers depends on which friend you have.

+Control Pad:



- **LAND** : Move left and right. Press ▼ when walking down stairs (Rick only).
- **WATER / SKY** : Move any direction with Kine and Coo.
- **You cannot sit down.**

A Button:



- When joined with Kine or Coo, swimming and flying power increases.

B Button:



- Use special power.
- Inhale → Exhale (When you don't have special power.)



Try several combinations!



+



=



Burning + Rick
= **Continuous fire attack**



+



=



Needle + Kine =
Thorny attack



+



=



Parasol + Coo =
Spin attack



LET'S GET STARTED

Correctly insert the Kirby's Dream Land 2 Game Pak into the Game Boy unit and turn the power switch to the "ON" position. You will see the "Nintendo" logo appear for a few seconds before the title screen appears. When the title screen appears, press the START Button to begin playing.



Your adventure will be recorded on the File Select screen. Select a file by moving the +Control Pad and pressing either the A or START Button.



Selecting **ERASE** will delete a saved file. Place Kirby on the file you wish to delete and press either the A or START Button (press B to cancel).

Next, the ISLAND SELECTION screen will appear. In the beginning, you will only be able to go to the first island. As the game progresses, you will be able to re-visit islands that have been cleared. Move the warp star to the desired island and press A.



PLAYING THE GAME

After the opening demo, the STAGE SELECTION screen will appear. Complete each stage in numerical order. When all stages have been completed, the boss door will open. Defeat the boss to advance to the next island.



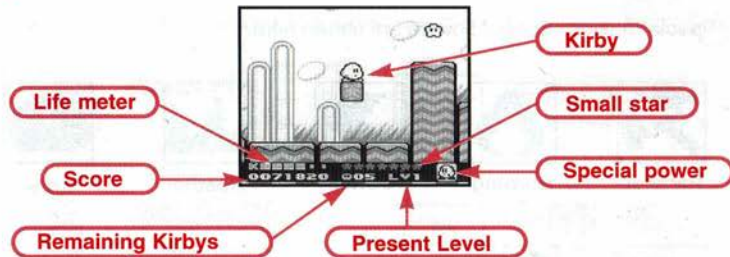
After each stage, Kirby will jump and land on a bonus cloud. Press the A Button at the right time to get better items.

RAINBOW DROPS



To fight Dark Matter, Kirby must find a rainbow drop hidden on each island. As Kirby finds the rainbow drops, a mark will appear on the island letting him know that the drop for that island has been found. Kirby may need to re-visit an island if he's missing a drop.

GAME SCREEN



- **Life meter:** The life meter is reduced as Kirby takes damage.
- **Score:** When fighting mini-bosses and bosses, the enemy's life meter will be shown here.
- **Remaining Kirbys:** Collect 1-ups or small stars to increase the number of remaining Kirbys.
- **Small star:** Small stars that appear during Kirby's adventure.

★ GAME SCREEN (cont.)

• **Special power:** Special powers are shown here.



Parasol



Burning



Cutter



Needle



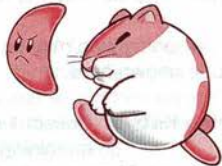
Stone



Spark



Ice



★ ITEMS

If you find any of these during your adventure, grab 'em!



TOMATO

Kirby's favorite food. His life meter will be completely restored.



SMALL STARS

Collect seven of them to get a 1-Up.



HEALTH DRINK

Partially refills life meter



WARP STAR

Transports Kirby and his friends between levels.



1 UP

Extra life

★ GAME OVER

The game is over when all remaining Kirby's are gone. When the game is over, select CONTINUE to try again or GAME END to return to the title screen.

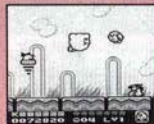


Advice

- Be careful when jumping down to an area you cannot see, because sometimes you will drop into a bottomless pit and lose a life!
- Kirby blinks when he is hit by an enemy. While he is blinking, he is invincible.
- Some enemies might be your friend's natural enemy, so watch out!



★ THE RAINBOW ISLANDS



Level 1: Grass Land

Grass Land is an open field. Team up with Rick as you proceed and watch out for Whispy Woods.



Level 2: Big Forest

Battles in the air are brewin', but if you have Coo, you'll be OK. Nruuff and Nelly will be waiting for you.



Level 3: Ripple Field

Most of Ripple Field is under water. Be sure to look for Kine and watch out for Sweet Stuff!

★ THE RAINBOW ISLANDS (cont.)

Level 4 : Ice Berg



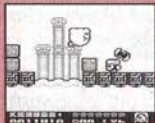
Boss: Ice Dragon

Level 5 : Red Canyon



Boss: Mr. Shine & Mr. Bright

Level 6 : Cloudy Park



Boss: Kracko

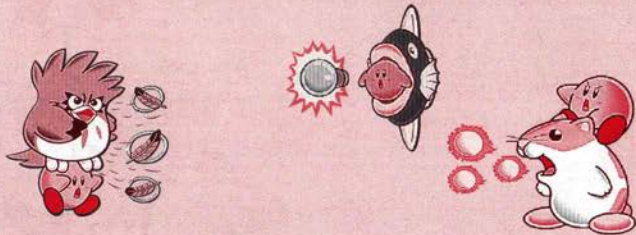
Level 7: Dark Castle



Boss: King Dedede

Last Stage (vs. Dark Matter)

In order to defeat Dark Matter, you need the Rainbow Sword. It is said that the sword has something to do with the Rainbow Drops hiding on the islands. Will Kirby be able to save the Dream Land from Dark Matter ?





WARRANTY AND SERVICE INFORMATION

3-MONTH LIMITED WARRANTY

For Hardware, Game Paks, & Accessories

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer.

Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™ or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair, for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.